



# Pool IM Tournament Rules

## 1. Eligibility

All currently enrolled students; faculty and staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Handbook.

## 2. Self-Scheduling

It is the responsibility of both parties to contact each other to schedule a play time. A match must be scheduled and played prior to the deadline posted for the round.

## 3. Uniforms-Equipment-Safety

- Players may provide their own pool cues.

## 4. Conduct and Disqualification- Unsportsmanlike Behaviour

- All players will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the Tournament.

## 5. Automatic Loss Policy

- If a player fails to notify the Intramural Sports Office/the opponent at least 48 hours in advance about an inability to show up at a scheduled game, an automatic loss shall be awarded.
- If a player fails to show up within 15 minutes after the scheduled game time, an automatic loss shall be awarded.

## 6. Officials' Duties

- The Coordinator of Intramural Sports has the right to check ID's, answer questions, and clarify as well as enforce all Intramural and facility rules and regulations.
- When necessary, he has the authority to eject individuals from play, as well as from the facility.

## 7. Refereeing

- Players will make their own calls. If a disagreement occurs that cannot be resolved, the ball must be replayed or the game will end in a double forfeit.

## 8. The Game-Rules-Violations

Object of the Game:

1. Nine Ball is played with nine object balls numbered one through nine and a cue ball.
  2. On each shot the first ball the cue ball contacts must be the lowest-numbered ball on the table, but the balls need not be pocketed in order.
  3. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball.
  4. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start the cue ball anywhere on the table.
  5. Players are not required to call any shot.
  6. A match ends when one of the players has won 2 out of 3 games.
- Racking the Balls:
    1. The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine-ball in the centre of the diamond, and the other balls in random order, racked as tightly as possible.
    2. The game begins with the cue ball in hand behind the head string.

- Legal Break Shot:
  1. The rules governing the break shot are the same as for other shots except:
    - i). The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail.
    - ii). If a cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has the cue ball in hand and can place it anywhere on the table. The object ball is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted).
- Continuing Play:
  1. On the shot immediately following a legal break, the shooter may play a "push out".
  2. If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game.
  3. If a player misses or fouls, the other player begins his inning and shoots until he misses, fouls, or wins.
  4. The game ends when the nine-ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.
- Push Out:
  1. The player who shoots the shots immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows.
  2. On a push out, the cue ball is not required to contact any object nor any rail, but all other fouls' rules still apply.
  3. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot.
  4. Any ball pocketed on a push out does not count and remains pocketed except the nine-ball.
  5. Following a legal push out the incoming player is permitted to shoot from the position or to pass the shot back to the player who pushed out.
  6. A push out is not considered to be a foul as long as no rule is violated (except for fouls and bad hits)
- Fouls:
  1. When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul-resulting shot are re-spotted (exception: if a pocketed ball is the nine-ball, it is re-spotted).
  2. The incoming player is awarded the ball in hand; prior to his first shot he may place the cue ball anywhere on the table.
  3. If a player commits several fouls on one shot, they are counted as only one foul.
- Bad Hit:
  1. If the first object ball contacted by the cue ball is not the lowest-numbered ball on the table, the shot is foul.
- No Rail:
  1. If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail, after the cue ball contacts the object ball, results in a foul.
- In Hand:
  1. When a cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.
- Object Balls Jumped off the Table:
  1. An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table.
  2. It is a foul to drive an object ball off the table.
  3. The jumped object ball (s) is not re-spotted (exception: if the object ball is the nine-ball, it is re-spotted) and play continues.
- Jump and Masse Shot Foul:
  1. If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve, or masse the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).
- Three Consecutive Fouls:
  1. If a player fouls three consecutive times on three successive shots without making an intervening legal shot, he loses the game.
  2. The three fouls must occur in one game.
  3. The warning must be given between the second and third foul.
  4. A player's inning begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls, or wins, or when he fouls between shots.
- End of Game:
  1. A game starts as soon as the cue ball crosses over the head string on the opening break. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the nine-ball; or when a player forfeits the game as the result of a foul.